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	L13	L12 and emulat\$	8
	L12	L11 and render\$	17
	L11	L8	60
	DB=EPAB	,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ	
	L10	L7	68
	L9	L8	0
	DB=PGPB	,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YE	S; OP=ADJ
	L8	L7 and target device	60
	L7	L6 and (simultaneous\$ near display\$)	1227
	L6	device simulator or simulation or emulator	126956
	DB=PGPB	,USPT,USOC; PLUR=YES; OP=ADJ	
	L5	L4 or I3 or I2 or I1	8423
	L4	345/733-747.ccls.	1667
	L3	715/513-525.ccls.	2672
	L2	703/22,36,27.ccls.	849
	L1	717/104-139.ccls.	3452

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#### Search Results - Record(s) 1 through 8 of 8 returned.

☐ 1. Document ID: US 20040015893 A1

Using default format because multiple data bases are involved.

L13: Entry 1 of 8

File: PGPB

Jan 22, 2004

Jan 8, 2004

PGPUB-DOCUMENT-NUMBER: 20040015893

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040015893 A1

TITLE: Method and apparatus for synchronized previewing user-interface appearance on

multiple platforms

PUBLICATION-DATE: January 22, 2004

INVENTOR-INFORMATION:

NAME CITY RULE-47 STATE COUNTRY Banavar, Guruduth Somasekhara Yorktown Heights NY US Bergman, Lawrence D. Mt.Kisco NY US Kichkaylo, Tatiana Jersey City NJ US Sussman, Jeremy Mt.Kisco NY US

US-CL-CURRENT: 717/138; 717/105, 717/113

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Drawi Desc In
		Docum	onen en			******************		······································			************	ansassassassassassassassassassassassassa

File: PGPB

PGPUB-DOCUMENT-NUMBER: 20040004617

PGPUB-FILING-TYPE: new

L13: Entry 2 of 8

DOCUMENT-IDENTIFIER: US 20040004617 A1

TITLE: Providing an overview of a large event sample period that supports triage and

navigation

PUBLICATION-DATE: January 8, 2004

INVENTOR-INFORMATION:

NAME CITY STATE COUNTRY RULE-47

Street, Nigel Swindon GB McDermott, Andrew Swindon GB

Cherrington, Christopher

Swindon

GB

US-CL-CURRENT: 345/440

#### ABSTRACT:

A system and method for providing an overview of a plurality of tasks running on a target environment which includes the steps of receiving event data representing a plurality of events in the plurality of contexts over a monitoring period displaying a detailed graphical representation of the event data log using the event data, and displaying a schematic representation of the detailed graphical representation over the monitoring period using only a portion of the event data. The schematic representation is indicative of an activity density of the event data over the monitoring period.

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Drai	nı Desc 📗 İn
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	3.	Docum	ent IE	D: US	200301030	088 <i>A</i>	<b>\</b> 1						
L13:	Entr	y 3 of	8				File	: PGPB			Jun	5,	2003

PGPUB-DOCUMENT-NUMBER: 20030103088

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20030103088 A1

TITLE: User interface for a remote control application

PUBLICATION-DATE: June 5, 2003

#### INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Dresti, Mauro	West Covina	CA	US	
Hayes, Patrick H.	Mission Viejo	CA	US	
Campbell, Robert	Costa Mesa	CA	US	
Huang, Steve LanPing	Placentia	CA	US	
Wang, Weidong William	Tustin	CA	US	
Yuh, Han-Sheng	Walnut	CA	US	
Conway, James N. JR.	Laguna Beach	CA	US	
Klein, Sandro David	Cypress	CA	US	
Smith-Kielland, Ingvald Alain	Diamond Bar Boulevard	CA	US	
Louie, Alex	Los Angeles	CA	US	
Scott, Cheryl	Austin	TX	US	
Scott, Wayne	Austin	ТX	US	

US-CL-CURRENT: 345/835; 345/864

#### ABSTRACT:

A hand-held electronic device having a remote control application user interface that functions to displays operational mode information to a user. The graphical user interface may be used, for example, to setup the remote control application to control

appliances for one or more users in one or more rooms, to perform activities, and to access favorites. The remote control application is also adapted to be upgradeable. Furthermore, the remote control application provides for the sharing of operational mode information.

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KVMC	Drac	w Desc   In
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	4.	Docum	ent II	D: US	20020077	823 <i>F</i>	<b>\1</b>						
L13:	Entr	y 4 of	8				File:	PGPB			Jun	20.	2002

PGPUB-DOCUMENT-NUMBER: 20020077823

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20020077823 A1

TITLE: Software development systems and methods

PUBLICATION-DATE: June 20, 2002

#### INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY	RULE-47
Fox, Andrew	Sudbury	MA	US	
Liu, Bin	Northborough	MA	US	
Tinglof, Michael	Concord	MA	US	
Rochford, Tim F.	East Greenwich	RI	US	
Albina, Toffee A.	Cambridge	MA	US	
Wilde, Lorin	Stoneham	MA	US	
Hill, Jeffrey M.	Westford	MA	US	

US-CL-CURRENT: 704/260

#### ABSTRACT:

A software development method and apparatus is provided for the simultaneous creation of software applications that operate on a variety of client devices and include text-to-speech and speech recognition capabilities. A software development system and related method use a graphical user interface that provides a software developer with an intuitive drag and drop technique for building software applications. Program elements, accessible with the drag and drop technique, include corresponding markup code that is adapted to operate on the plurality of different client devices. The software developer can generate a natural language grammar by providing typical or example spoken responses. The grammar is automatically enhanced to increase the number of recognizable words or phrases. The example responses provided by the software developer are further used to automatically build application-specific help. At application runtime, a help interface can be triggered to present these illustrative spoken prompts to guide the end user in responding.

Fuii	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw, Desc
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#### □ 5. Document ID: US 5867399 A

L13: Entry 5 of 8

File: USPT

Feb 2, 1999

US-PAT-NO: 5867399

DOCUMENT-IDENTIFIER: US 5867399 A

TITLE: System and method for creating and validating structural description of

electronic system from higher-level and behavior-oriented description

DATE-ISSUED: February 2, 1999

INVENTOR-INFORMATION:

NAME STATE ZIP CODE CITY COUNTRY

Rostoker; Michael D. San Jose CA CA

Watkins; Daniel R. Los Altos

US-CL-CURRENT: 716/18; 716/12, 716/2, 716/6

#### ABSTRACT:

A system for interactive design and simulation of an electronic circuit allowing a user to design a circuit by graphical entry and to view full or partial simulation and design results simultaneously, on a single display window. The user is able to define the form of a display of speed, delay, loading, symbols, simulation input and/or output values on each node and any path of the design. Simulation may be user-defined or other process time. The user is further able to view any information relevant to any object in the design at any level of design abstraction, and is able to view multiple levels of design abstraction simultaneously and to display information common to the various representations.

19 Claims, 49 Drawing figures Exemplary Claim Number: 1 Number of Drawing Sheets: 37

Full	Title	Citation	Front	Review	Classification	Date	Reference		Claims	KWIC	Draw Desc	l Fr

#### ☐ 6. Document ID: US 5801958 A

L13: Entry 6 of 8

File: USPT

Sep 1, 1998

US-PAT-NO: 5801958

DOCUMENT-IDENTIFIER: US 5801958 A

TITLE: Method and system for creating and validating low level description of electronic design from higher level, behavior-oriented description, including interactive system for hierarchical display of control and dataflow information

DATE-ISSUED: September 1, 1998

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Apr 22, 1997

Dangelo; Carlos Watkins; Daniel

Los Gatos

CA

Mintz; Doron

Los Altos Sunnyvale CA CA

US-CL-CURRENT: 716/18

#### ABSTRACT:

A technique for hierarchical display of control and dataflow graphs allowing a user to view hierarchically filtered control and dataflow information related to a design. The technique employs information inherent in the design description and information derived from design synthesis to identify "modules" of the design and design hierarchy. The user can specify a level of detail to be displayed for any design element or group of design elements. Any CDFG (control and dataflow graph) object can be "annotated" with a visual attribute or with text to indicate information about the design elements represented by the object. For example, block size, interior color, border color, line thickness, line style, etc., can be used to convey quantitative or qualitative information about a CDFG object. Examples of information which can be used to "annotate" objects include power dissipation, propagation delay, the number of HDL statement represented, circuit area, number of logic gates, etc. The user is able to expand and/or compress CDFG blocks either "in-place" on a higher level CDFG display or to be displayed in isolation. Simulation-related data can also be used to annotate the CDFG. By viewing CDFG's (particularly annotated CDFG's) for a variety of trial designs, a problem-solving user can gain quick insight into the effects and effectiveness of various design choices.

40 Claims, 65 Drawing figures Exemplary Claim Number: 1
Number of Drawing Sheets: 49

Full	Title	Citation Front Review Classification Date Reference State 1887   Milestella Claims KNMC Draw. Desc In
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	7.	Document ID: US 5623418 A

File: USPT

US-PAT-NO: 5623418

L13: Entry 7 of 8

DOCUMENT-IDENTIFIER: US 5623418 A

TITLE: System and method for creating and validating structural description of

electronic system

DATE-ISSUED: April 22, 1997

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY

Rostoker; Michael D. San Jose CA Watkins; Daniel R. Los Altos CA

US-CL-CURRENT: 716/1; 703/13

ABSTRACT:

A system for interactive design and simulation of an electronic circuit allowing a user

http://westbrs:9000/bin/gate.exe?f=TOC&state=h4ngqr.14&ref=13&dbname=PGPB,USP... 5/21/04

to design a circuit by graphical entry and to view full or partial <u>simulation</u> and design results simultaneously, on a single display window. The user is able to define the form of a display of speed, delay, loading, symbols, <u>simulation</u> input and/or output values on each node and any path of the design. <u>Simulation</u> may be user-defined or other process time. The user is further able to view any information relevant to any object in the design at any level of design abstraction, and is able to view multiple levels of design abstraction <u>simultaneously</u> and to <u>display</u> information common to the various representations.

17 Claims, 49 Drawing figures Exemplary Claim Number: 1 Number of Drawing Sheets: 37

Full	Title	Citation	Front	Review	Classification	Date	Reference		Claims	KWIC	Draw	Desc
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	8.	Docum	ent I	D: US	5555201 <i>A</i>	4		 ······	•••••		•••••••••••	

US-PAT-NO: 5555201

DOCUMENT-IDENTIFIER: US 5555201 A

TITLE: Method and system for creating and validating low level description of electronic design from higher level, behavior-oriented description, including interactive system for hierarchical display of control and dataflow information

DATE-ISSUED: September 10, 1996

INVENTOR-INFORMATION:

NAME CITY STATE ZIP CODE COUNTRY
Dangelo; Carlos Los Gatos CA
Watkins; Daniel Los Altos CA
Mintz; Doron Sunnyvale CA

US-CL-CURRENT: <u>716/1</u>; <u>703/13</u>, <u>716/18</u>

#### ABSTRACT:

A technique for hierarchical display of control and dataflow graphs allowing a user to view hierarchically filtered control and dataflow information related to a design. The technique employs information inherent in the design description and information derived from design synthesis to identify "modules" of the design and design hierarchy. The user can specify a level of detail to be displayed for any design element or group of design elements. Any CDFG (control and dataflow graph) object can be "annotated" with a visual attribute or with text to indicate information about the design elements represented by the object. For example, block size, interior color, border color, line thickness, line style, etc., can be used to convey quantitative or qualitative information about a CDFG object. Examples of information which can be used to "annotate" objects include power dissipation, propagation delay, the number of HDL statement represented, circuit area, number of logic gates, etc. The user is able to expand and/or compress CDFG blocks either "in-place" on a higher level CDFG display or to be displayed in isolation. Simulation-related data can also be used to annotate the CDFG. By viewing CDFG's (particularly annotated CDFG's) for a variety of trial designs, a problem-solving user can gain quick insight into the effects and effectiveness of various design choices.

24 Claims, 65 Drawing figures Exemplary Claim Number: 1 Number of Drawing Sheets: 49

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1 Two methods for display of high contrast images Jack Tumblin, Jessica K. Hodgins, Brian K. Guenter January 1999 ACM Transactions on Graphics (TOG), Volume 18 Issue 1

Full text available: pdf(10.28 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, the image constrasts are compressed or truncated, obscuring subtle textures and details. Humans view and understand high contrast scenes easily, "adapting" their visual response to avoid compression or truncation with no apparent ...

**Keywords**: adaptation, tone reproduction, visual appearance

2 Laboratory for emulation and study of integrated and coordinated media communication

L. F. Ludwig, D. F. Dunn

August 1987 ACM SIGCOMM Computer Communication Review, Proceedings of the ACM workshop on Frontiers in computer communications technology,

Volume 17 Issue 5

Full text available: pdf(1.05 MB)

Additional Information: full citation, abstract, references, citings, index terms

In future telecommunications networks, understanding the issues of user-network control, Customer Premise Equipment (CPE) technologies, services and user applications is as important as the classical network problems of channel structure, switching, and transmission. This paper discusses a Bell Communications Research facility, the Integrated Media Architecture Laboratory (IMAL), designed to flexibly emulate a wide range of current and future network and CPE environments with a focus on mul ...

The rendering architecture of the DN10000VS

David Kirk, Douglas Voorhies

September 1990 ACM SIGGRAPH Computer Graphics, Proceedings of the 17th annual conference on Computer graphics and interactive techniques, Volume 24

Issue 4

Full text available: pdf(4.07 MB)

Additional Information: full citation, references, citings, index terms

http://portal.acm.org/results.cfm?coll=ACM&dl=ACM&CFID=21618878&CFTOKEN=9091...

4 The SAGE graphics architecture

Michael Deering, David Naegle

July 2002 ACM Transactions on Graphics (TOG), Proceedings of the 29th annual conference on Computer graphics and interactive techniques, Volume 21 Issue 3

Full text available: pdf(17.26 MB)

Additional Information: full citation, abstract, references, citings, index terms

The Scalable, Advanced Graphics Environment (SAGE) is a new high-end, multi-chip rendering architecture. Each single SAGE board can render in excess of 80 million fully lit, textured, anti-aliased triangles per second. SAGE brings high quality antialiasing filters to video rate hardware for the first time. To achieve this, the concept of a frame buffer is replaced by a fully double-buffered sample buffer of between 1 and 16 non-uniformly placed samples per final output pixel. The video output ra ...

Keywords: anti-aliasing, frame buffer algorithms, graphics hardware, graphics systems, hardware systems, rendering hardware, video

<sup>5</sup> Six degree-of-freedom haptic rendering using voxel sampling

William A. McNeely, Kevin D. Puterbaugh, James J. Troy

July 1999 Proceedings of the 26th annual conference on Computer graphics and interactive techniques

Full text available: pdf(309.90 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: force feedback, virtual environments, voxel representations

6 Ray tracing: graphics for the masses

Paul Rademacher

May 1997 Crossroads, Volume 3 Issue 4

Full text available: html(40.75 KB) Additional Information: full citation, index terms

7 Virtual machines: ReVirt: enabling intrusion analysis through virtual-machine logging and replay

George W. Dunlap, Samuel T. King, Sukru Cinar, Murtaza A. Basrai, Peter M. Chen December 2002 ACM SIGOPS Operating Systems Review, Volume 36 Issue SI

Full text available: pdf(1.56 MB)

Additional Information: full citation, abstract, references, citings

Current system loggers have two problems: they depend on the integrity of the operating system being logged, and they do not save sufficient information to replay and analyze attacks that include any non-deterministic events. ReVirt removes the dependency on the target operating system by moving it into a virtual machine and logging below the virtual machine. This allows ReVirt to replay the system's execution before, during, and after an intruder compromises the system, even if the intruder rep ...

<sup>8</sup> A structural view of the Cedar programming environment Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann August 1986 ACM Transactions on Programming Languages and Systems (TOPLAS)

Volume 8 Issue 4

Additional Information: full citation, abstract, references, citings, index

Full text available:













terms

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

<sup>9</sup> Pen computing: a technology overview and a vision

André Meyer

July 1995 ACM SIGCHI Bulletin, Volume 27 Issue 3

Full text available: pdf(5.14 MB)

Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

10 Miscellaneous I: Stone axes and warhammers: a decade of distributed simulation in aviation research

Frank M. Sogandares

May 2002 Proceedings of the sixteenth workshop on Parallel and distributed simulation

Full text available:

pdf(1.11 MB) Publisher Site

Additional Information: full citation, abstract, references

Ten years ago, MITRE/CAASD built a realtime, Human-In-The-Loop (HITL) research laboratory. The focus of this lab is integration and human factors research for the air traffic control and aviation communities. The last ten years have been illuminating in terms of the evolution of laboratory capabilities, infrastructure, and corporate culture. This paper will describe the laboratory environment, its history and vision, and will also provide some examples of how distributed simulation technology ha ...

11 Copyrights and access-rights: How DRM-based content delivery systems disrupt expectations of "personal use"

Deirdre K. Mulligan, John Han, Aaron J. Burstein

October 2003 Proceedings of the 2003 ACM workshop on Digital rights management

Full text available: pdf(416.68 KB) Additional Information: full citation, abstract, references, index terms

We set out to examine whether current, DRM-based online offerings of music and movies accord with consumers' current expectations regarding the personal use of copyrighted works by studying the behavior of six music, and two film online distribution services. We find that, for the most part, the services examined do not accord with expectations of personal use. The DRM-based services studied restrict personal use in a manner inconsistent with the norms and expectations governing the purchase and ...

Keywords: access control, content distribution, copyright, digital rights management, fair use, personal use, privacy

12 Illuminating light: an optical design tool with a luminous-tangible interface John Underkoffler, Hiroshi Ishii January 1998 Proceedings of the SIGCHI conference on Human factors in computing



#### systems

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Full text available: pdf(1.24 MB)

Additional Information: full citation, references, citings, index terms

**Keywords**: augmented reality, engineering simulation, holography, interactive projection, luminous interface, optics, prototyping tool, tangible bits, tangible interface

13 Performance of image and video processing with general-purpose processors and media ISA extensions



Parthasarathy Ranganathan, Sarita Adve, Norman P. Jouppi

May 1999 ACM SIGARCH Computer Architecture News, Proceedings of the 26th annual international symposium on Computer architecture. Volume 27 Issue 2

Publisher Site

Full text available: pdf(141.14 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper aims to provide a quantitative understanding of the performance of image and video processing applications on general-purpose processors, without and with media ISA extensions. We use detailed simulation of 12 benchmarks to study the effectiveness of current architectural features and identify future challenges for these workloads. Our results show that conventional techniques in current processors to enhance instruction-level parallelism (ILP) provide a factor of 2.3X to 4.2X performa ...

14 Multimedia application sharing in a heterogeneous environment

Klaus H. Wolf, Konrad Froitzheim, Peter Schulthess

January 1995 Proceedings of the third ACM international conference on Multimedia

Full text available: [3] <a href="https://htm(53.68 KB">httm(53.68 KB</a>) Additional Information: <a href="full citation">full citation</a>, <a href="references">references</a>, <a href="citings">citings</a>, <a href="mailto:index.terms">index.terms</a>

**Keywords:** CSCW, application sharing, collaboration environments

15 Client-server computing in mobile environments:

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 ACM Computing Surveys (CSUR), Volume 31 Issue 2

Full text available: pdf(233.31 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile compuing, mobile data, mobility awareness, survey, system application

<sup>16</sup> The AHI: an <u>audio and haptic interface for contact interactions</u>

Derek DiFilippo, Dinesh K. Pai

November 2000 Proceedings of the 13th annual ACM symposium on User interface software and technology

Keywords: audio, haptics, latency, multimodal, synchronization, user interface

17 Applications: Building a massively multiplayer game for the million: Disney's Toontown



Mark R. Mine, Joe Shochet, Roger Hughston

October 2003 Computers in Entertainment (CIE), Volume 1 Issue 1

Full text available: pdf(2.37 MB)

Additional Information: full citation, abstract, index terms

This paper presents an overview of the lessons learned building Disney's Toontown Online, a 3D massively multiplayer online game (MMP) for children ages seven and older. The paper is divided into three main parts. The first presents design highlights of Toontown Online and focuses on the challenge of building an MMP for kids. In particular, we discuss ways of incorporating kid-friendly socialization into an MMP. The second part of the paper presents an overview of Panda-3D, the VR Studio's open ...

Keywords: 3D, Internet, computer graphics, multiplayer games, online games

<sup>18</sup> The state of the art in locally distributed Web-server systems Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu June 2002 ACM Computing Surveys (CSUR), Volume 34 Issue 2

Full text available: pdf(1.41 MB)

Additional Information: full citation, abstract, references, citings, index terms

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

19 Session 1: multimedia networking: Multi-party distributed audio service with TCP fairness

Milena Radenkovic, Chris Greenhalgh

December 2002 Proceedings of the tenth ACM international conference on Multimedia

Full text available: pdf(252.69 KB) Additional Information: full citation, abstract, references

Distributed Partial Mixing is an approach to creating a distributed audio service that supports optimisation of bandwidth utilization across multiple related audio streams (e.g. from concurrently active audio sources) while maintaining fairness to TCP traffic in best effort networks. Rate adaptation of streamed audio is difficult because of its rate sensitivity, the relatively limited range of encoding bandwidths available and the potential impact on the end user of rate-adaptation artefacts (su ...

Keywords: TCP-fairness, adaptation, audio, congestion control, distributed partial mixing, mixing, multi-party audio

20 Coordinating heterogeneous time-based media between independent applications Scott Flinn



January 1995 Proceedings of the third ACM international conference on Multimedia

Full text available: Think (53.68 KB) Additional Information: full citation, references, index terms

Keywords: auditory display, distributed systems, media integration and synchronization, operating system support, real-time scheduling, system architecture

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